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ADVENTURES

THE NEXT GENERATION
PLAYER CHARACTERS

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CHAPTER 01.00

THE NEXT GENERATION CHARACTERS

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CHAPTER 01.10

THE NEXT GENERATION CHARACTERS

THE CREW OF THE ENTERPRISE-D

With the *Enterprise* undergoing a minor upgrade to its bridge and other systems, I managed to get another chance to look around the ship that I hadn't seen in years.

Like those that had previously carried the name, the *Enterprise*-D has played a significant part in Starfleet's continuing mission. Under the command of Captain Jean-Luc Picard, the crew of the *Enterprise* have proved themselves time and time again beginning with their very first assignment to Farpoint Station. They have made first contact with numerous species, foiled several threats to the Federation, and substantially furthered our scientific research and understanding of the universe.

The *Enterprise* was the first ship to encounter the being known as Q, with subsequent meetings resulting in Commander Riker being granted similar powers, another unbelievably transporting the crew into a twisted version of the Robin Hood story and even discovering another Q unknowingly living on board. Because of Q the threat of the Borg were highlighted to the attention of Starfleet Intelligence, revealing the danger they pose not only to the Federation but to every sentient being in the Galaxy. Further encounters with the Borg have proved to be devastating, but it cannot be denied that the crew of the *Enterprise* have played a considerable part in helping to reduce this threat. These incidents led to all senior Starfleet officers briefed on the Q in order to hopefully prepare them for further meetings.

The *Enterprise* was the first ship to make official contact with the Ferengi although records show that they may have been unknowingly encountered before, confirmed at least once by Captain Picard during his time on the *Stargazer*.

They were also the first ship to re-establish contact with the Romulan Star Empire after nearly fifty years of isolation and have been involved in a great many of the recent Romulan activity across the Quadrants.

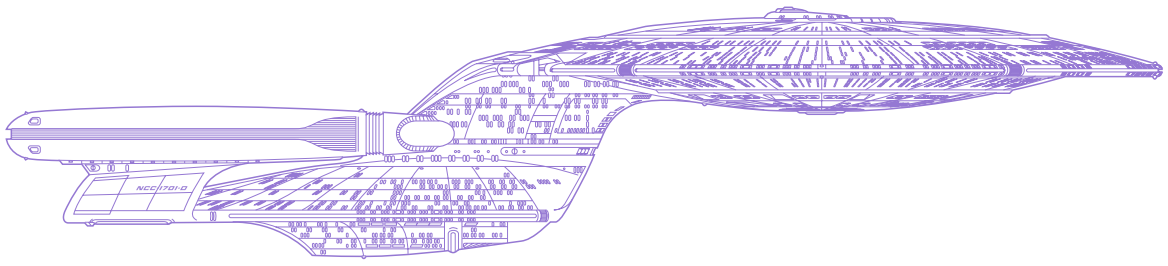
Arguably more important is Picard's role as Arbiter of Succession, which led to him selecting Gowron as the new chancellor.

The current situation with the Cardassian Union can hardly be called stable with skirmishes taking place all across the border. Captain Picard himself was even captured and tortured by the Cardassians but hopefully the treaty currently in effect will lead to a more amicable relationship in the future.

Significant scientific discoveries made by the crew have also been carried through by our talented experts; I believe that astonishing reports of a holographic James Moriarty showing self awareness has had considerable influence on Dr. Zimmerman's EMH program that is currently in production.

Similarly Captain Picard's continuation of the eminent Professor Galen's research has to have led to one of the most momentous discoveries in human history, that at least nineteen species are the result of "genetic seeding" from an ancient civilization the existed billions of years ago. This information alone will cause debate and discussion for decades.

USS ENTERPRISE-D



THE NEXT GENERATION CHARACTERS

CAPTAIN JEAN-LUC PICARD

COMMANDING OFFICER

"I've followed Captain Picard's career for a long time starting with his days aboard the Stargazer *and after his promotion to captain of Starfleet's flagship. It was almost inevitable that his name would become known across the Federation, unfortunately his involvement in the battle of Wolf 359 has made this for the wrong reasons. Memories are long and the loss of life was devastating, and even I had to question his place within Starfleet. However, where some men would have retreated, Picard has strived forward, continuing Starfleet's mission of exploration and discovery as well as foiling several significant threats to the Federation, reasserting himself into his past position of trust."*

TRAITS: Human, Heart Trauma, Former Borg

VALUES:

- Duty Before All Else
- Haunted by the Borg
- Loyal to the Federation
- Living Through One Life, I Realise What I've Missed

ATTRIBUTES

CONTROL	10	FITNESS	08	PRESENCE	10
DARING	09	INSIGHT	10	REASON	09

DISCIPLINES

COMMAND	05	SECURITY	02	SCIENCE	03
CONN	03	ENGINEERING	02	MEDICINE	01

FOCUSES: Astrophysics, Composure, Diplomacy, Infiltration, Starfleet Protocol, Xeno-Archaeology

TALENTS:

- **Advisor:** Whenever you assist another character using your Command Discipline, the character being assisted may re-roll one d20.
- **Cautious (Command):** Whenever you attempt a Task with Command, and you buy one or more d20s by spending Momentum, you may re-roll a single d20.
- **Spirit of Discovery:** You may spend one Determination to add three points to the group Momentum pool. The normal conditions for spending Determination still apply.
- **Veteran:** Whenever the character spends a point of Determination, roll 1. If an Effect is rolled, immediately regain that spent point of Determination

DETERMINATION: (Start with 1) ☐☐☐
STRESS: ☐☐☐☐☐☐☐☐☐☐
RESISTANCE: 0

ATTACKS:

- Unarmed Strike (Melee, 3 Knockdown, Size 1H, Non-lethal)
- Phaser Type-2 (Ranged, 5, Size 1H, Charge)

EQUIPMENT: Combadge, phaser type-2

THE NEXT GENERATION CHARACTERS

COMMANDER WILLIAM RIKER

EXECUTIVE OFFICER

"Judging from reports and the brief contact I've had with him, Commander Riker has always struck me as an old-school officer in the vein of Captain Kirk, quick to take action but holds responsibility and care for the Federation.

"Riker always seems to be up for a challenge, such as distinguishing himself as the first Starfleet officer to serve aboard a Klingon ship, but the several times he has been offered a command of his own have all been turned down. I have a suspicion that he has at least one eye on the Enterprise *after Captain Picard steps down."*

TRAITS: Human

VALUES:
- Live Life to the Full
- One True Love, Deanna
- Worth the Risk
- When All Looks Lost, Improvise

ATTRIBUTES

CONTROL	08	FITNESS	10	PRESENCE	10
DARING	11	INSIGHT	08	REASON	09

DISCIPLINES

COMMAND	05	SECURITY	04	SCIENCE	01
CONN	03	ENGINEERING	02	MEDICINE	01

FOCUSES: Anbo-Jytsu, Astrophysics, Diplomacy, Gambling, Hand Phasers, Starship Tactics

TALENTS:
- **Bold (Security):** Whenever you attempt a Task with Security and buy one or more d20 by adding to Threat, you may re-roll a single die in your pool.
- **Follow My Lead:** Once per scene, when you succeed at a Task during combat or another perilous situation, you may also spend two Momentum. If you do, choose a single ally. The next Task that ally attempts counts as having assistance from you, using your **Presence + Command**.
- **Mean Right Hook:** Your Unarmed Strike attack has the Vicious 1 Damage Effect.
- **Quick to Action:** During the first round of any combat, you and your allies may ignore the normal cost to *Retain the Initiative*.

DETERMINATION: (Start with 1) ☐☐☐
STRESS: ☐☐☐☐☐☐☐☐☐☐☐☐☐☐
RESISTANCE: 0

ATTACKS:
- Unarmed Strike (Melee, 5, Knockdown, Vicious 1, Size 1H, Non-lethal)
- Phaser Type-2 (Ranged, 7, Size 1H, Charge)

EQUIPMENT:
Combadge, phaser type-2, tricorder

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THE NEXT GENERATION CHARACTERS

COMMANDER DEANNA TROI

SHIP'S COUNSELOR

"Over a thousand people call the Enterprise-*D home, Starfleet officers as well as their families, and each and every one is going to need to talk to someone about their experiences. This is where Counselor Troi does a fantastic job, her empathic abilities allow her to truly see how her clients are feeling and help them deal with their problems. On the bridge Counselor Troi has also been invaluable as her empathic abilities coupled with her negotiation skills have helped the Enterprise in numerous encounters.*

"I once had the pleasure of meeting Commander Troi's mother, Lwaxana, after the Pacifica conference five years ago, but that is another story..."

TRAITS: Betazoid, Human

VALUES:

- My *Imzadi*, Will
- Mother Issues
- Whenever Possible, Talk it Out
- I Can Tell When You're Lying

ATTRIBUTES

CONTROL	09	FITNESS	08	PRESENCE	10
DARING	08	INSIGHT	12	REASON	09

DISCIPLINES

COMMAND	04	SECURITY	01	SCIENCE	03
CONN	03	ENGINEERING	01	MEDICINE	04

FOCUSES: Cultural Studies, Diplomacy, Persuasion, Psychiatry, Psychology, Romulan Engineering

TALENTS:

- **Cautious (Medicine):** Whenever you attempt a Task with Medicine, and you buy one or more d20s by spending Momentum, you may re-roll a single d20.
- **Defuse the Tension:** Whenever you attempt a Task to persuade someone not to resort to violence, you may add a bonus d20 to your dice pool.
- **Empath:** You can sense the emotions of most living beings nearby, and can communicate telepathically with other empaths and telepaths, as well as those with whom you are extremely familiar. You cannot choose not to sense the emotions of those nearby, except for those who are resistant to telepathy. It may require effort and a Task to pick out the emotions of a specific individual in a crowd, or to block out the emotions of those nearby. Increase the Difficulty of this Task if the situation is stressful, if there are a lot of beings present, if the target has resistance to telepathy, and other relevant factors.
- **Studious:** Whenever you spend one or more Momentum to *Obtain Information*, you may ask one additional question (in total, not per Momentum spent on *Obtain Information*).

DETERMINATION: (Start with 1) ☐☐☐
STRESS: ☐☐☐☐☐☐☐☐☐☐
RESISTANCE: 0

ATTACKS:

- Unarmed Strike (Melee, 2, Knockdown, Size 1H, Non-lethal)
- Phaser Type-2 (Ranged, 4, Size 1H, Charge)

EQUIPMENT: Combadge, phaser type-2, tricorder

THE NEXT GENERATION CHARACTERS

DR. BEVERLY CRUSHER

CHIEF MEDICAL OFFICER

"I've only ever had the chance to meet Doctor Crusher once but even in that short time I knew her, she was an exemplary officer. It was just after she had been appointed head of Starfleet Medical and was due to give a talk at the Academy. She told me about her work on the Enterprise*, her hope that her son Wesley would be successful when he reapplied to Starfleet Academy after his initial failure and her anticipation that her own experiences could bring something new to Starfleet Medical. Her level of dedication and expertise are an inspiration to everyone doctor, medic or young officer that has had the opportunity to meet her."*

TRAITS: Human

VALUES:

- If There's a Problem, I'm Going to Solve It.
- My True Family and Those That Might Have Been
- I Believe in the Sanctity of Life
- The Play's the Thing

ATTRIBUTES

CONTROL	08	FITNESS	09	PRESENCE	10
DARING	08	INSIGHT	11	REASON	10

DISCIPLINES

COMMAND	04	SECURITY	01	SCIENCE	04
CONN	01	ENGINEERING	01	MEDICINE	05

FOCUSES: Botany, Emergency Medicine, Infiltration, Pathology, Surgery, Xenobiology

TALENTS:

- **First Response:** Whenever you attempt the *First Aid* Task during combat, you gain a bonus d20. Further, you may always Succeed at a Cost, with each Complication you suffer adding +1 to the Difficulty of healing the patient's Injury subsequently.
- **Quick Study:** When attempting a Task that will involve an unfamiliar medical procedure, or which is to treat an unfamiliar species, ignore any Difficulty increase stemming from your unfamiliarity.
- **Triage:** When you attempt a Task to identify specific injuries or illnesses, or to determine the severity of a patient's condition, you may spend one Momentum (Repeatable) to diagnose one additional patient.
- **Veteran:** Whenever you spend a point of Determination, roll 1. If an Effect is rolled, immediately regain that spent point of Determination

DETERMINATION: (Start with 1) ☐☐☐
STRESS: ☐☐☐☐☐☐☐☐☐☐
RESISTANCE: 0

ATTACKS:

- Unarmed Strike (Melee, 2, Knockdown, Size 1H, Non-lethal)
- Phaser Type-1 (Ranged, 3, Size 1H, Charge, Hidden 1)

EQUIPMENT: Combadge, phaser type-1, medkit, medical tricorder

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THE NEXT GENERATION CHARACTERS

LIEUTENANT COMMANDER DATA

OPERATIONS OFFICER

"I was only a Lieutenant when I first heard about Lieutenant Commander Data entering Starfleet Academy but even then I was fascinated by the opportunities he could give the Federation, we could learn so much from him as he learnt about us. It wasn't until the whole Maddox fiasco that I realized just what Data was, a whole new life form and not just a machine we could observe. Since that shift in perspective I've followed Mr. Data's career not as one views a scientific experiment but as one sees the development of a young officer into someone extraordinary."

TRAITS: Soong-type Android

VALUES:

- What is it to be Human?
- Family Matters
- Vast Repository of Information
- Know a Man by His Friends

ATTRIBUTES

CONTROL	10	FITNESS	11	PRESENCE	08
DARING	08	INSIGHT	07	REASON	12

DISCIPLINES

COMMAND	03	SECURITY	02	SCIENCE	04
CONN	02	ENGINEERING	04	MEDICINE	01

FOCUSES: Astrophysics, Computer, Cybernetics, Spatial Phenomena, Quantum Mechanics, Warp Field Dynamics

TALENTS:

- **Polyalloy Construction:** (Species Talent, see p. 10)
- **Positronic Brain:** (Species Talent, see p. 10)
- **Technical Expertise:** Whenever you attempt a Task assisted by the ship's Computers or Sensors, you may re-roll one d20 (which may be the ship's die).
- **Veteran:** Whenever you spend a point of Determination, roll 1 A. If an Effect is rolled, immediately regain that spent point of Determination.

DETERMINATION: (Start with 1) ☐☐☐
STRESS: ☐☐☐☐☐☐☐☐☐☐☐☐
RESISTANCE: 1

ATTACKS:

- Unarmed Strike (Melee, 3A Knockdown, Size 1H, Non-lethal)
- Phaser Type-2 (Ranged, 5A, Size 1H, Charge)

EQUIPMENT: Combadge, phaser type-2, tricorder

SOONG-TYPE ANDROID

THE NEXT GENERATION ERA ONLY

Originally designed by Dr. Noonian Soong the Soong-type Android is a exceptionally advanced artificial intelligence life-form. These android are capable of incredible feats of reason due to their positronic brain but are normally emotionless and may find it difficult to relate to organic beings. Certain advanced versions offset this problem by use of an emotion chip that allows them to experience a full gamut of emotions. Unfortunately it is possible for negative emotions like anger and megalomania to become dominant and cause the android to harm others.

EXAMPLE VALUE: Ethical Programming Defines My Thinking

- **ATTRIBUTES:** +1 Control, +1 Fitness, +1 Reason
- **TRAIT:** Soong-type Android. The physical and mental capabilities of a Soong-type android are superior to that of most organic or cybernetic life-forms, allowing them to ignore or resist effects like hard vacuum, disease, radiation, oxygen deprivation, telepathy, or biochemical imbalance. However, some environmental conditions, such as highly-ionized atmospheres, and electromagnetic fields, can have a severe effect. Further, Soong-type androids do not naturally have the capacity for emotions, requiring additional hardware to process and experience any feelings. The legal personhood of Soong-type androids is somewhat disputed, though a landmark case involving Lieutenant Commander Data establishes their right to self-determination.
- **Talents:** The character receives access to the following Talents. These Talents are mandatory, and must be selected during character creation:

POLYALLOY CONSTRUCTION

REQUIREMENTS: Soong-type Android.

While appearing extremely lifelike – even simulating breathing, blinking, and other autonomic processes – a Soong-type android is not organic life. They are highly resistant to environmental conditions, reducing the Difficulty of Tasks to resist extremes of heat and cold by 2, and they are immune to the effects of suffocation, hard vacuum, starvation, and thirst. Further, their sturdy construction grants them Resistance 1. Further, while they can detect damage and dangerous conditions, they do not experience real pain, gaining +3 Resistance against non-lethal attacks, and being entirely immune to any penalties or hindrances caused by pain.

POSITRONIC BRAIN

REQUIREMENTS: Soong-type Android.

A Soong –type android is normally created with a positronic brain that allows it to process information made available to them considerably quicker than a Human. The character gains one automatic success on all Tasks using Reason, in addition to any generated by rolling.

THE NEXT GENERATION CHARACTERS

LT. COMMANDER GEORDI LA FORGE

CHIEF ENGINEER

"During his early career, it soon became obvious that Mr. La Forge was an outstanding officer. When his assignment to the Jovian Run *brought him into contact with Captain Picard it eventually earned him a position aboard the* Enterprise-D *as conn officer, but few could have foreseen his promotion to chief engineer a year later. Since then La Forge has shown himself to be essential to the running of the* Enterprise*, as well as being integral to solving some of the challenges that have faced the crew over the years. Without his expertise the Federation may be a very different place."*

TRAITS: Human, Blind

VALUES:

- For Every Problem, There's a Solution
- Great Is Not Good Enough, Perfection Is What's Needed
- Some Friends Are Built Not Born
- If I Can Help, I Will

ATTRIBUTES

CONTROL	08	FITNESS	09	PRESENCE	09
DARING	09	INSIGHT	09	REASON	12

DISCIPLINES

COMMAND	02	SECURITY	01	SCIENCE	03
CONN	04	ENGINEERING	05	MEDICINE	01

FOCUSES: Improvisation, Linguistics, Helm Operations, Small Craft, Transporters and Replicators, Warp Engines

TALENTS:

- **I know My Ship:** Whenever you attempt a Task to determine the source of a technical problem with your ship, add one bonus d20.
- **In the Nick of Time:** Whenever you succeed at an Engineering or Science Task as part of an Extended Task, you score 1 additional Work for every Effect rolled.
- **Jury-Rig:** Whenever you attempt an Engineering Task to perform repairs, you may reduce the Difficulty by 2, to a minimum of 0. If you do this, however, then the repairs are only temporary and will last only a single scene, plus one additional scene per Momentum spent (Repeatable) before they fail again. Jury-rigged repairs can only be applied once, and the Difficulty to repair a device that has been jury-rigged increases by 1.
- **Technical Expertise:** Whenever you attempt a Task assisted by the ship's Computers or Sensors, you may re-roll one d20 (which may be the ship's die).

DETERMINATION: (Start with 1) ☐☐☐
STRESS: ☐☐☐☐☐☐☐☐☐☐
RESISTANCE: 0

ATTACKS:

- Unarmed Strike (Melee, 2▲ Knockdown, Size 1H, Non-lethal)
- Phaser Type-1 (Ranged, 3▲, Size 1H, Charge, Hidden 1)

EQUIPMENT:
Combadge, phaser type-1, engineer's toolkit, tricorder

OTHER EQUIPMENT:

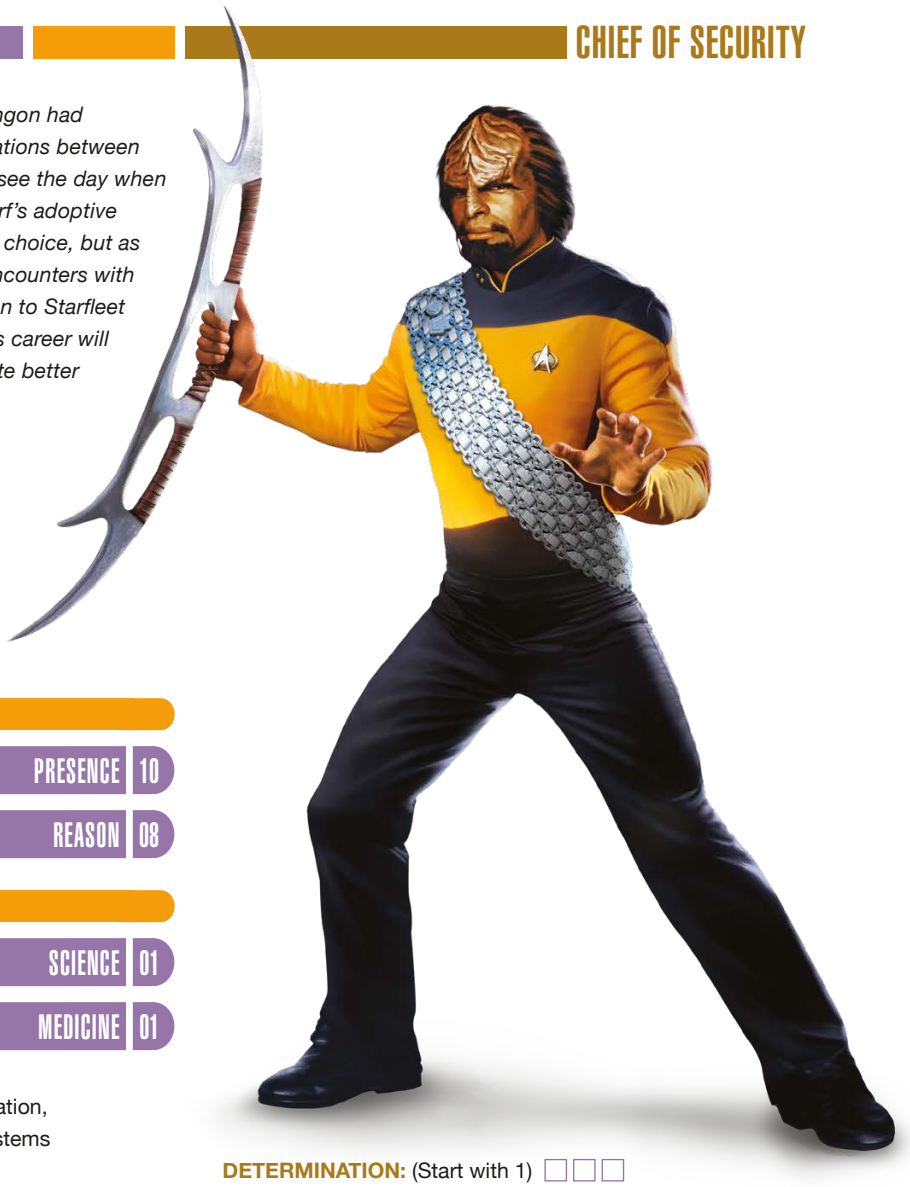
- **VISOR:** Geordi's VISOR allows him to "see" across the electromagnetic spectrum, in infrared, and view radio waves in addition to normal visible light.

THE NEXT GENERATION CHARACTERS

LIEUTENANT WORF

CHIEF OF SECURITY

"I have to be honest; when I first heard that a Klingon had applied to Starfleet I was surprised. Although relations between us had improved significantly I never thought I'd see the day when a Klingon warrior would even want to join us. Worf's adoptive parents may have been responsible for this initial choice, but as records show, Worf has had several significant encounters with his Klingon heritage, and his ideals and dedication to Starfleet have persisted. I look forward to seeing where his career will take him and hope that he may be able to facilitate better relations between us and the Klingon Empire."



TRAITS: Klingon

VALUES:
- Always the Outsider
- A Warrior's Rage
- Legacy of the House of Mogh
- Proud and Honorable Klingon Warrior

ATTRIBUTES

CONTROL	08	FITNESS	11	PRESENCE	10
DARING	12	INSIGHT	07	REASON	08

DISCIPLINES

COMMAND	03	SECURITY	05	SCIENCE	01
CONN	04	ENGINEERING	02	MEDICINE	01

FOCUSES: Combat Tactics, Hand Phasers, Infiltration, Klingon Culture, *Mok'bara*, Shipboard Tactical Systems

TALENTS:
- **Brak'lul:** You gain +2 Resistance against all Non-lethal attacks. In addition, whenever you are the target of a *First Aid* Task, reduce the Difficulty of that Task by 1, to a minimum of 1.
- **Constantly Watching:** When you attempt a Task to detect danger or hidden enemies, reduce the Difficulty by 1.
- **Dauntless:** Whenever you attempt a Task to resist being intimidated or threatened, you may add a bonus d20 to your dice pool.
- **Quick to Action:** During the first round of any combat, you and your allies may ignore the normal cost to *Retain the Initiative*.

DETERMINATION: (Start with 1) ☐☐☐
STRESS: ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐
RESISTANCE: 0

ATTACKS:
- Unarmed Strike (Melee, 6 Knockdown, Size 1H, Non-lethal)
- **Escalation** *Bat'leth* (Melee, 8 Vicious 1, Opportunity 1)
- Phaser Type-2 (Ranged, 8, Size 1H, Charge)

EQUIPMENT: Combadge, bat'leth, tricorder type-2

THE NEXT GENERATION CHARACTERS

LIEUTENANT TASHA YAR

CHIEF OF SECURITY

"I never did get a chance to meet Lieutenant Yar. Her brief tenure as chief of security was over quickly and tragically before I had a chance to visit the Enterprise*. I'm told she was an incredibly capable officer who may well have gone far if her life had not been cut short. Recent reports from Captain Picard of his most recent encounter with Q, and his return to those early days before Farpoint Station, and the possibility that an alternate Yar may be the mother of one of the Romulan's most devious and dangerous officers in recent history, Sela, is indeed worrying… but both have brought Lieutenant Yar back to my memory."*

TRAITS: Human

VALUES:

- Duty Unto Death
- Everyone has a Right to Freedom
- My Crew Is My Family
- Vigorous Training Regime

ATTRIBUTES

CONTROL	09	FITNESS	10	PRESENCE	09
DARING	10	INSIGHT	09	REASON	09

DISCIPLINES

COMMAND	04	SECURITY	05	SCIENCE	01
CONN	03	ENGINEERING	02	MEDICINE	01

FOCUSES: Akido, Combat Tactics, Hand Phasers, Shipboard Tactical Systems, Small Craft, Survival

TALENTS:

- **Bold (Security):** Whenever you attempt a Task with Security, and you buy one or more d20s by adding to Threat, you may re-roll a single d20.
- **Follow My Lead:** Once per scene, when you succeed at a Task during combat or another perilous situation, you may spend one Determination. If you do, choose a single ally. The next Task that ally attempts counts as having assistance from you, using your **Presence + Command**.
- **Pack Tactics:** Whenever you assist another character during combat, the character you assisted gains one bonus Momentum if they succeed.
- **Quick to Action:** During the first round of any combat, you and your allies may ignore the normal cost to *Retain the Initiative*.

DETERMINATION: (Start with 1) ☐☐☐

STRESS: ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

RESISTANCE: 0

ATTACKS:

- Unarmed Strike (Melee, 6, Knockdown, Size 1H, Non-lethal)
- Phaser Type-2 (Ranged, 8, Size 1H, Charge)

EQUIPMENT: Combadge, phaser type-2

CHAPTER 01.01

THE NEXT GENERATION CHARACTERS

USS ENTERPRISE-D

FEDERATION STARSHIP

After Kirk's Enterprise *was destroyed, and the subsequent* Enterprise-*A was decommissioned, Starfleet continued the legacy of ships named Enterprise. In the 2360s, this legacy was borne by the* Enterprise-*D, under the command of Jean-Luc Picard. As the Federation's flagship, she bears Starfleet's best and brightest, and is one of the most prestigious postings in Starfleet.*

The Enterprise-*D entered service in a time of relative peace, witnessing the conclusion of the Federation–Cardassian War and the signing of the treaty that created the Demilitarized Zone, but she also faced new challenges and new threats. Her crew had the first known encounters with an entity from the Q Continuum. She was involved in numerous confrontations with the Romulans, the first such encounters with Romulan forces in nearly a century. She made first official contact with the Borg, and was pivotal in their defeat after the disastrous Battle of Wolf 359.*

CLASS: Galaxy
COMMISSIONED: 2364
MISSION PROFILE: Multirole Explorer

TRAITS: Federation Starship, Fifth to Bear the Name "*Enterprise*", Federation Flagship

ATTRIBUTES

COMMS	09	ENGINES	10	STRUCTURE	10
COMPUTERS	11	SENSORS	09	WEAPONS	10

DISCIPLINES

COMMAND	03	SECURITY	02	SCIENCE	03
CONN	02	ENGINEERING	02	MEDICINE	03

POWER: 15 **SCALE:** 6
SHIELDS: 12 **RESISTANCE:** 6

CREW SUPPORT (TOTAL): 6

ATTACKS:

- Phaser Arrays (Energy, Range Medium, 8▲ Area or Spread, Versatile 2)
- Photon Torpedoes (Torpedo, Range Long, 5▲ High Yield)
- Tractor Beam (Strength 5)

TALENTS:

- **Diplomatic Suites:** When hosting negotiations, crew may be assisted by the ship's **Computers + Command** or **Structure + Command**.
- **Modular Laboratories:** At the start of a mission, choose how the laboratories are configured; this counts as an Advantage which applies to work performed within the laboratories.
- **Saucer Separation:** The ship is designed so that the saucer section can be separated from the drive section, to operate as two distinct Scale 5 ships. (***Star Trek Adventures*** *core rulebook*, p.257)
- **Redundant Systems (Structure):** When the ship's Structure becomes Damaged or Disabled, the crew may activate redundant systems as a Minor Action. If the Structure was Damaged, it is no longer Damaged. If it was Disabled, it becomes Damaged instead. These redundancies can only be activated once per mission.
- **Secondary Reactors:** The ship has +5 Power (included above)
- **Extensive Shuttlebays:** The ship may have up to 10 small craft active at any one time, and may carry up to two Scale 2 small craft